SNSP-AQTP-UKV

TERRANIGMA™*

PAL VERSION

INSTRUCTION BOOKLET

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

Nintendo®

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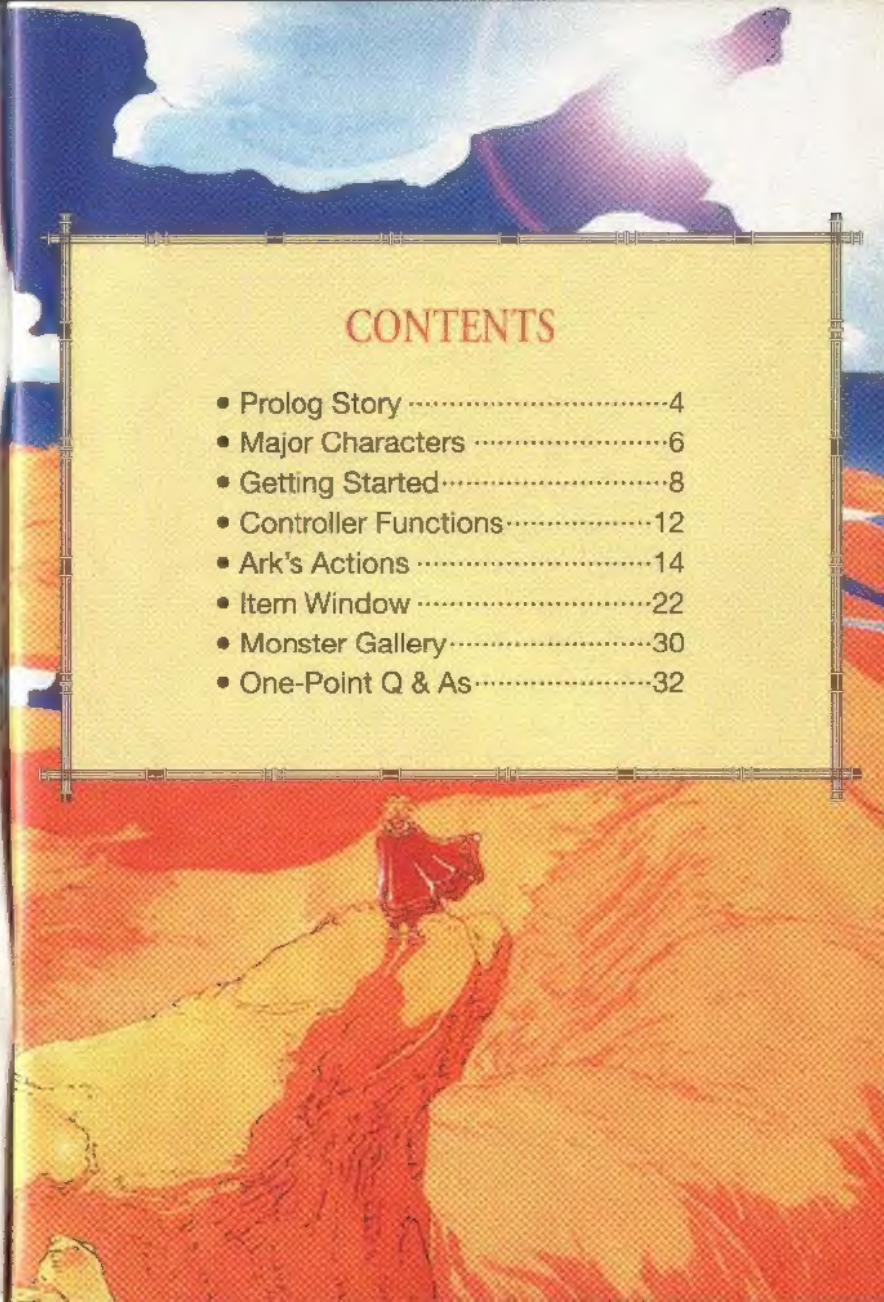


Prolog Story

A boy's curiosity triggers events that lead to the resurrection of life on this planet.

In the distant past, a calamitous struggle between light and dark took place on this planet. The clash of the two opposing powers scoured the planet's surface entirely of life, and the two forces fell into a deep sleep...

In the world on the inside of the planet, there exists just one small village of Crysta. Ark, a mischievous teenage boy, somehow causes a crisis in the village that makes it necessary for him to leave. His trip to save his fellow villagers eventually becomes a journey across time to resurrect the planet. On his epic journey, Ark must resurrect continents, revive all forms of life, and re-establish civilization. What fate awaits Ark at the end of his journey?

A boy drawn by destiny to break a magical seal.

Ark

An upbeat, free-spirited teenager. His opening of a box that was forbidden to touch by the village Elder sets off an epic chain of events.

The only person who understands Ark.

Elle

A friend since childhood and the village's best weaver. With a kind and caring eye, she watches over Ark's all too frequent bouts of mischief.

The one who knows all of the world inside.

The Elder

A mysterious creature released from the magical seal.

Yomi

A female knight guarding a princess.

Fyda

A girl who can read the emotions of people.

Meilin

- Many other attractive, intriguing and captivating characters await Ark's arrival.

Your Journey Starts in Crysta

During or after the opening, press START. The Restart screen will appear if you have any saved files. Just choose the file you want to play to continue the journey where you last saved. If it's the first time you're playing this game, the Name Entry screen will appear so you can name your hero.

Take a Stroll Through Crysta

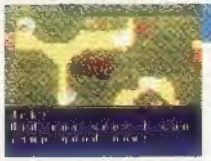
There are several houses and cottages in the village which is populated by people and animals. Using A button, you can open doors, speak to people and check things.

The Elder's Mansion

The Elder raised the orphan Ark. You should speak to him first to find out what you should be doing.

The Weaver's Cottage

This workshop is located at the north of the village. Ark can find his childhood sweetheart Elle at work here.



The Village

You should also take a stroll through the village, visit homes and chat with people, animals and perhaps others.

Saving and Loading Files

You can save games in progress by checking notebooks that can be found at inns in towns and villages using the A button. Notebooks can also be found elsewhere. To resume a saved game, choose the save file and press A button.

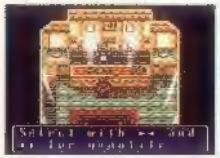
Copy Data

To move saved data to another file, select Copy Data with A button then select the data to be moved. Move the cursor to the destination file and press A button. You can only move saved data to an empty file (No Data).

Erase Data

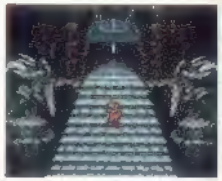
Use this command to erase unwanted files when all save files are filled, or data is no longer necessary. Select Erase Data then select the data to be erased. Beware, data once erased cannot be recovered again.

Shopping

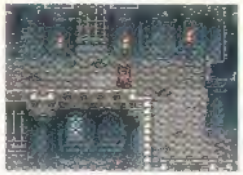


Useful items can be bought in Crysta, towns, villages and so on. Speaking to the shopkeeper will display the merchandise item, quantity, price and your own money. Merchandise that cannot be bought are turned dark. It is possible to carry only nine units of any one item.

Towers are Over-run by Monsters!



Towers are badly infested by monstrous beasts the likes of which you have never seen. You must defeat those impeding your path and keep moving forward. You will earn money by defeating monsters. Not only that, Ark will level up after certain numbers of monsters have been defeated.

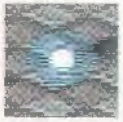


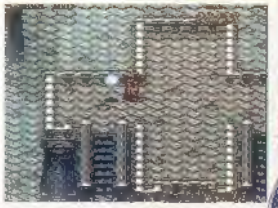
Solve Perplexing Mysteries and Head for the Top Floor

Perhaps even tougher than show downs with monsters are the numerous traps strewn about the towers. You will have to find your way through mazes while using jumps, dashes and other tricks to get past moving floors and hidden spring-loaded spears. A whole spectrum of other devious traps and mysteries await to impede your mission. If you get stuck, try everything you can possibly think of to solve the mysteries of towers and head for the top.

A Monster may Hide the Soul of a Living Being

Sometimes, defeating a certain monster can cause a soul to be freed. If one appears, stop and talk to it. It should tell you something you will find useful.





The Tower Guardian and the Resurrection of the Surface World

At the top floor of a tower, its Guardian stands in front of a door. If Ark can meet the challenge thrown down by the Guardian, the door to the tower's final room is opened. This room is the key to the resurrection of a lost continent.

Continents Rise to the Surface World

When Ark enters the final room, the resurrection of a continent begins. To the surface world where nothing existed, a new continent emerges. When a continent has appeared, Ark's adventure in this tower is finished. Head for more action in the next tower.

The five towers each serve as the switch for resurrecting a single continent. When all continents have emerged, Ark's adventure moves from the under world to the surface world.

Controller Functions

Master the Controls Before Setting Off

To ensure a successful journey, it's important that you master the controller functions. Each button is shown with page numbers for detailed descriptions. You should check this out.

L Button

This is a convenient button that can be used for talking to people, opening treasure chests, checking and so on.

Control Pad (P. 14 ~ 15)

Makes Ark move in eight directions depending on where this pad is pressed. Pressing this twice quickly in the same direction makes Ark dash. This pad is also used to move the cursor.

Select Button (P. 22 ~ 29)

Instantly puts you into and out of the jewel box (item window) while on your adventure.

Start Button

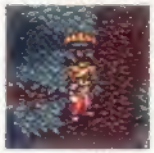
Press to pause the game. Press it again to resume play.

R Button (P. 18 ~ 19)

Press to make Ark assume a guard position to defend against enemy attack. Beware, Ark can only guard against projectile attacks.

X Button (P. 20 ~ 21)

Press to use the item that you have equipped. If you are equipped with the magic Jewellery Box, you can cast spells. (Of course, there has to be at least one magic ring or medal in the Jewellery Box to cast a spell.) Nothing will happen if you press this button when you are not equipped with anything.



A Button (P. 16 ~ 17)

Press to attack using a weapon. Use this button together with other button combinations to execute different attacks. It is also used for talking to people, opening treasure chests, checking and so on. Also use this for making decisions.

Y Button (P. 14 ~ 15)

Press while walking to dash.

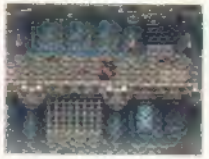
B Button (P. 14 ~ 15)

Press to jump on the spot. Pressing this button while in motion will enable Ark to jump over objects. It is also used to cancel commands and getting out of the jewel box.

Ark's Actions

The Basic Movement: Walking!

Ark will walk in one of eight directions depending on where the control pad is pressed. Keeping the pad pressed makes Ark keep walking.



For Quick Movement: Dash!

You can get around faster than walking by dashing. You can start dashing in the following two ways.

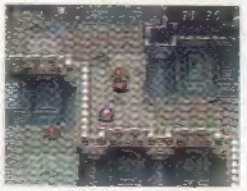
Dashes can be started two ways

①Using the control pad

Quickly press the control pad twice in the direction you want to dash.

②Using the Y button

Press the Y button while walking to start dashing.



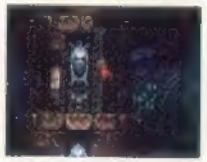
Cross Impassable Spots: Jump!

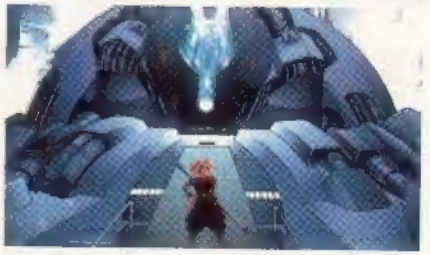
To get across deep holes or get up high steps, you must jump. Press the B button to jump on the spot. Press the B button while walking or dashing to execute wide leaps.

Jump across deep pits!

Climb Walls to Other Floors!

Where there are chains or vines, you can climb walls. Just press up or down on the control pad in front of the chains or vines to shimmy up or down. If you obtain a certain item you can climb certain walls and cliffs.

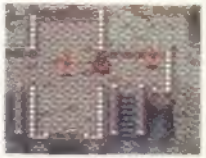




Ark's Actions

Fight Attacking Monsters!

When you encounter a monster, the battle is on. As this is an action game, you basically attack the opponent while trying to avoid getting hit yourself. Press the A button to attack with the equipped weapon. If an attack strikes an enemy, the amount of damage you inflicted is shown momentarily.



Defeated Monsters Leave Money

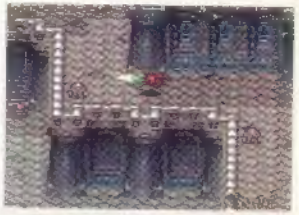
When a monster is defeated, it sometimes leaves money behind. Just step on the money and it's yours. If you don't scoop money up, it will disappear.

Gain Experience by Fighting to Level Up!

When Ark levels up, his maximum life (hit points), attack strength, defensive strength and luck rise.

Combine Buttons for Powerful Attacks!

Besides simply pressing the A button to attack, buttons pressed in combination can launch powerful attacks. Try attacking while dashing or jumping for starters.



Rushing	Rapidly tap the A button. Effective against well-defended enemies.
Slicer	Attack while dashing. Effective against fast moving monsters.
Spinner	Attack while jumping. Effective against opponents up above.
Slider	Jump and attack while dashing. Effective against foes built low to the ground.

Check Data That are Essential for Battles

* The locations of the four data headings can be changed at the Settings Memo.

① **Level**
Ark's present level.

② **Item**
The item that is presently equipped.

③ **Life**
Ark's present life level (hit points).

④ **Money**
The amount of money in Ark's possession.

Guard Against Enemy Attacks!

Press the R button to guard against an enemy attack.

Guard Only Protects Against Projectiles

However much you guard, the action provides no protection against an enemy that is in close. Guarding only protects Ark against projectiles launched by enemies. Use guard to block projectiles while moving closer, then attack when you have gotten within range.

Successful guard

Failed guard

Other Action Patterns

Throw

Press the A button in front of a vase, boulder or a similarly sized object to pick it up. Ark can move around after picking something up. Press the A button again to throw the object Ark is holding.

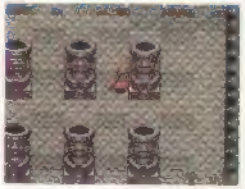
• Throw at enemies

• Throw at objects

*Throwing while dashing and/or jumping changes the distance the object flies.

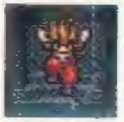
Push & Crawl

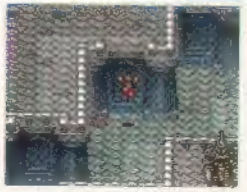
Make Ark face the object to be moved and press the control pad in the same direction to push. Press the A button together with the control pad to crawl under low spaces.



Jump Down

Ark can jump down from high places to unexplored territory.



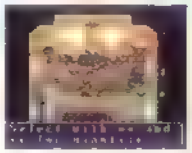


Use Powerful Spells on Monsters!

There are two kinds of spells Ark can use, 'Magic' and 'Summon'. Both kinds can be used when Ark is equipped with the magical Jewellery Box. (Of course Ark also must have the necessary rings and/or medals to cast spells.)

Collect 'Magirocks', the Key for Spells

For magic spells, you need magical stones called 'Magirocks'. Collect these precious stones and take them to Magishops to have them fashioned into magical rings and medals. The more Magirocks are needed to make a ring or medal, the more powerful the spell. To use spells, equip Ark with the Jewellery box and press the X button. The magic items contained will be displayed. Choose the item with the control pad and press the A button to use the spell contained in the chosen item.



Use Two Kinds of Magic Spells

1. Magic — Attack spells that are cast using the power of magic contained in rings.

2. Summon — Spells for summoning friends you helped in the past.

*These spells can be by going into the Item Window's center room and into the Jewellery Box

List of Spells

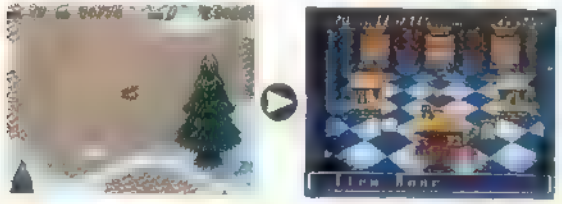
Magic Spells	
Fire Flame Fire Ring	Shoots fire from fingertips to roast enemies. The fire can be controlled using the control pad.
Welldum Blaze Ring	Creates an immense ball of fire to attack all enemies in sight.
Ice Arrow Ice Ring	Small blocks of ice are shot from Ark's fingertips to strike enemies.
Blizzard Blizzard Ring	A harsh blizzard is created around Ark to seriously harm all enemies in sight.
Plasma Ring Lightning Ring	Rings of plasma are shot from the top of Ark's weapon. Especially effective against mechanical opponents.
Thunder Belt Thunder Ring	A devastating electrical storm is generated around Ark to seriously harm all enemies in sight.
Aura Shoot Light Ring	A powerful spell that launches an immense orb of light from Ark's fingertips.
Raster Wall Electron Ring	Invokes a fierce storm of light to eliminate all monsters in sight.
Earthshake Earth Ring	A savage tremor is created to stop all enemies in their tracks for a short time.
X Hole Heaven Ring	Opens the portal to another dimension to carry away all monsters in sight.
Summon Spells	
Summon Ra Grass Medal	Summons the Ra Tree, the king of all plants, to fully restore Ark's life.
Summon Kingbird Wind Medal	Summons Kingbird, the king of all birds, to cure Ark of any abnormality.
Summon Kumari Bone Medal	Summons Kumari, the boy spiritual leader, to instantly teleport Ark out of a dungeon.
Summon Dragon Horn Medal	Summons a giant lake dwelling dragon to protect Ark against special attacks of enemies for ten seconds.
Summon Mermaid Water Medal	Summons the queen of mermaids to obtain temporary invincibility.

*Once used, a ring or medal disappears. To replenish spells, visit a Magishop and have them fashion new rings and medals.

Yomi's General Store!

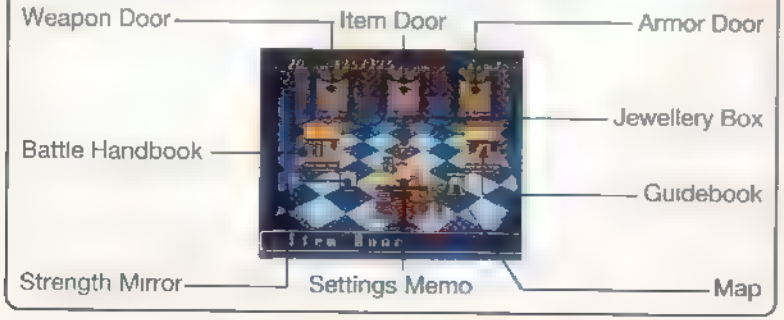
The Item Window is none other than the box that had held Yomi captive. Over the years, Yomi has made it presentable and organized so you should be able to get around easily.

The Item Window is used for a variety of things including the equipping of weapons and armor, checking Ark's strength, and other actions for supporting Ark's journey. While in towns, dungeons or just about anywhere, press the Select button to open the Item Window. To get out of the Item Window and back to the action, press the Select button again.



This is the Item Window

At the Item Window, you can access other areas by moving Yomi to the various graphic icons and pressing the A button.



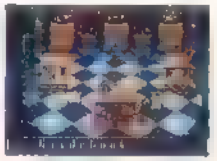
What You Can Get Into

Battle Handbook

Describes Ark's battle actions. Be sure to check the special attributes of each attack.

Guidebook

Describes Ark's actions other than those used for fighting. Learn Ark's various actions to get through challenging spots.



Jewellery Box

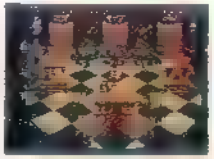
A box for stowing magic rings and medals that are used to cast spells. By equipping this box, Ark can cast spells.

Map

Check this in any dungeon to see Ark's present location on simple maps.

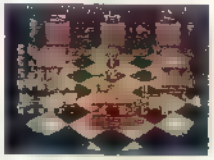
Strength Mirror

Ark's full status data is displayed. The numbers in brackets indicate the additional strength or protection provided by the equipped weapon or armor.



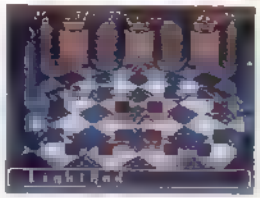
Settings Memo

You can change the game settings completely to suit your playing style.



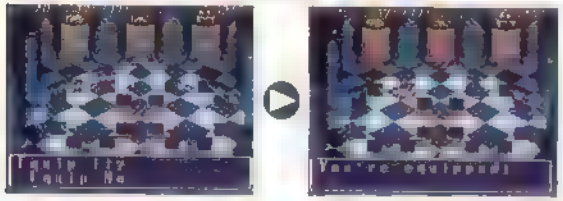
Gain Power by Equipping a Weapon!

Choose Weapon Door to open this screen. Ark can equip himself with any weapon he has in his possession. Make sure Ark is equipped before he heads off to battle — he can't fight unarmed!



Move Yomi and Select Your Weapon!

Move Yomi to the weapon you want to equip using the control pad then press the A button. Yomi will ask you if you want to equip the weapon. Move the cursor to the appropriate reply and press the A button.



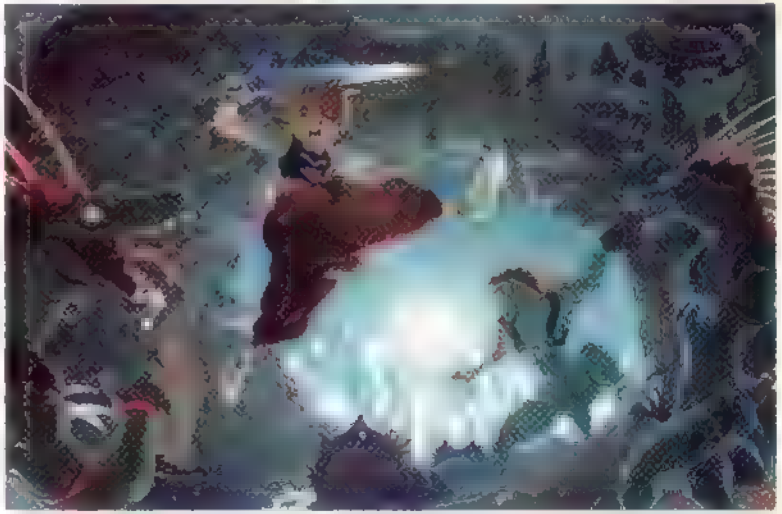
Keep Upgrading to More Powerful Weapons

At the start of his journey Ark has only the Crystal Spear. However, as he gets further into his adventure, Ark will find new weapons. He will also find some weapons on sale by merchants. To get through certain situations, specific weapons are needed. Check the hidden attributes of weapons by trying different ones out in battle.

List of Weapons

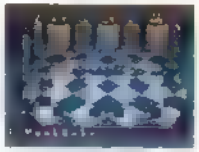
[illegible]	A spear made from crystals. Sharp and hard, this spear can inflict severe damage.
[illegible]	A wooden rod carved down to a rigid hexagonal cross section.
[illegible]	A stone spear made by chipping at an extremely hard boulder.
[illegible]	A spear garnished with wicked thorns of wild roses all along the shaft.
[illegible]	A mystic spear fashioned from a branch of the Ra Tree, the lord of all plants.
[illegible]	A needle sharp rod carved out of an icicle.
[illegible]	A powerful spear tipped with a fang supplied by Neo, the king of all animals.

Many other weapons are available to Ark during his long journey.



Equip Ark in Armor to Face Tough Enemies!

Choose Armor Door to open this screen. Ark can equip himself with any armor he has in his possession. By donning a powerful piece of armor, Ark can minimize the amount of damage he sustains in battle.

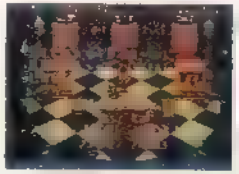


Move Yomi and Select Your Armor!

Move Yomi to the armor you want to equip using the control pad then press the A button. Yomi will ask you if you want to equip the armor. Move the cursor to the appropriate reply and press the A button.

Check Ark's Status at the Strength Mirror!

When Ark equips himself with a new weapon or armor, check the Strength Mirror. You can see Ark's own strength and protection data, and the additional strength or protection provided by the equipped weapon or armor. As the numbers in brackets indicate the data of the equipped weapon and armor, it should be obvious that the greater the numbers inside the brackets the 'better' the weapon and armor.



List of Armor

[illegible]	An outfit made by stitching together the tanned hides of animals
Elle's Cape	A cape woven especially for Ark by Elle using crystal thread
[illegible]	A coat made of animal fur that protects against intense cold.
[illegible]	Large, tough leaves are stitched together to make this durable protective wear
[illegible]	A protective outfit made of a strange kind of ice that never melts
[illegible]	An extremely light but durable armor made by stitching together countless feathers
[illegible]	A tough and sturdy armor worn by monk warriors who are sworn to protect sacred temples.
[illegible]	A mystical armor that draws the power of the Ra Tree, the lord of all plants

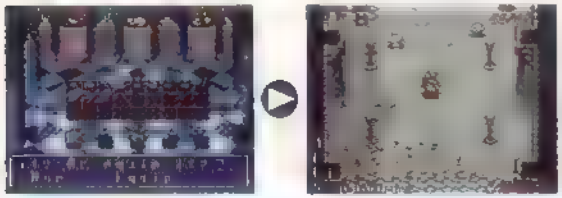
*There are many other kinds of armor.

Use Items Ark Obtained Here!

Choose Item Door to open this screen. Ark can use any item he has in his possession. Move Yomi to the item you want to use with the control pad then select the appropriate text command to use

Some Items Can be Equipped for Use Any Time

For some items, Yomi will ask if Ark should equip himself with the chosen item. When equipped, an item can be used any time during Ark's adventures by pressing the X button. The equipped item is indicated with its icon on the main screen.



Some Items are Effective Just by Possession

There are some items that are effective even when they are not equipped by Ark. Just by having them in his possession, Ark can use them whenever, wherever they are needed.

List of Items

[illegible]	Restores Ark's life (hit points) slightly when used.
[illegible]	Restores Ark's life (hit points) substantially when used
[illegible]	A thread spun from crystals. Elie will weave Ark a cape using this material
[illegible]	Cleanses the body of poison.
[illegible]	An enchanted herb that instantly lifts any curse.
[illegible]	Increases Ark's life by adding to his maximum hit points
[illegible]	Increases Ark's offensive strength.
[illegible]	One of the jewels Ark will obtain during his journey.

*There are many other kinds of items

Cadet

A sinister supernatural foe with evil eyes that can freeze Ark in his tracks

Basilisk

A huge, lizard-like monster that uses its thick tail to constrict victims.

Bloody Mary

An extremely tough monster that is protected by brilliant jewels while freely controlling a savage cursed mask Worse, she teleports at will

Maduu

A wayward spirit inhabiting ancient, but extremely tough armor that makes it almost impervious to attack

Yeti

A mysterious ape of remarkable intelligence and size. Its massive forearms can deliver devastating punches

One-Point Q & As

Yo, I'm Yomi. I went for a chat with the Elder to get some tips and hints to help steer you through some perplexing spots. Check these out for making Ark's adventure smoother.

Q. The sealed door at the Elder's mansion won't open. What should I do?

A. Doors can be usually opened by standing in front of them then pressing the A button. But not so the sealed door. Look around the room. There should be some vases. Now, besides picking them up, what can Ark do with vases?

Q. I'm in the first tower but I can't seem to get higher than the third floor. Is there anything higher up?

A. Seen from outside, that tower can be seen to have four floors. There also appears to be some means of climbing up a part of its external wall. Obviously, stairs aren't the only way of getting higher. Perhaps you should carefully seek a portal on the third floor.

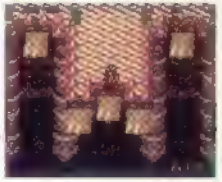
Q. I can't find stairs going up in the second tower. I wonder where it is?

A. A soul that appears after you defeat a certain monster should tell you to pay heed to the gem stones in the foreheads of statues. If you look carefully, you should see two statues with differently colored gem stones than the rest. Perhaps you should be doing something to them.

Q. I throw vases at a distant switch but Ark can't throw far enough. How does he trip that switch?

A. A dash jump is effective for leaping to a distant spot but in this case Ark won't make it. It appears the only thing he can do is throw a vase. I get this feeling it may be possible for Ark to throw farther by throwing from a height.

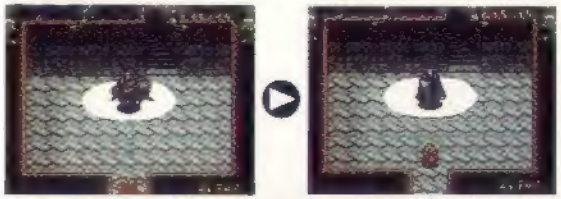
Q. There are no stairs in the fourth tower that take me up. How are you supposed to get up top?



A. A soul should have told you to sometimes act with blind courage. Look around you carefully, there should be black chasms awaiting your company. Even if you know not what awaits you in the dark, you have no choice but to jump!

Q. I made it to the last tower but the guardian shoves me back out. What am I missing?

A. You ought to see what changes have taken place in Crysta. The awakened folk should help your quest.



One-Point Q & As

Q. The election has started at Loire. Who should I vote for?

A. Go seek the informed advice of Dr. Keinz. I'm certain he will steer you in the direction that is right for Loire.

Q. How can I use boats and planes?

A. You need to raise the civilization level so that people gain the know-how to build planes and ships. At first Ark will not be able to control such means of transportation himself, but that will change as his journey progresses. Beware, planes can land and take off only at air fields, while ships can only dock at harbors.

That should be plenty to get you started and on the way!

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